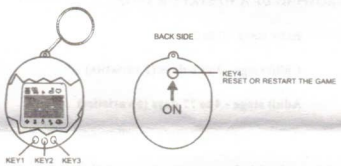
1. INSTRUCTION MANUAL FOR "MY LITTLE PUPPY".

This "Electronic Pet" is a product of high technology. Through your loving care, the little Puppy will become your little cute pet. If he is ignored or not well taken care of, he will distress, emotional or get sick. He can live up to 99 years old (1 day of your time equals to 1 year of his life), but his life span completely depends on how good you look after him. He comes with "life", and he lives on you!

There are 10 different ways to look after him, such as feeding him, playing with him, putting his pajamas when cold, teaching him to learn, etc.. Of course, don't forget to bring him to toilet. He will grow up day by day if he is being well looked after, or he will die if he is deserted. So, take good care of him, and he will be your closest companion.



2. FEATURES

Icons for taking care electronic pet

Every time, when you hear a beep sound or see the "Request" ( )Icon, you should immediately find out the need of your little puppy. Never ignore his signal/icons. There are totally 10 icons for your selection to take care of it.

- **- to check index**
- **- to feed the puppy**
- **- to play with the puppy-total 5 round on each time**
- **- request**
- **- to discipline the puppy**
- **- to clean the puppy**
- **- to put on/take off clothes from puppy**
- **- to turn on/off the light**
- **- to do medical treatment to the puppy**
- **- to comfort the puppy**

3. KEY FUNCTION

K1 **Menu / Select or Incons / Left / Select 12/24 hour system**

K2 **Enter / Right**

K3 **Quit**

K4 **Reset / Restart the Game**

Remarks: "Left" and "Right" are just effective at the game mode "Guessing the ball direction"

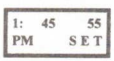
4. Start / Restart The Game

1. **Press Key 4 and then set the clock in your real time. After the time setting, the Game will start automatically. (The real time is suggested to match with the routine practice of the player.)**

5. Time mode

1.

<--Time mode animation
2. **Press K1 to toggle 12/24 hour system display.**
3. **Press K2 to enter Game mode.**
4. **Press and hold K3 for 2 seconds to enter time setting mode.**
5. **Time setting display format:**



a. **Press K1 to increment hour**
b. **Press K2 to increment minute**
c. **Press K3 to confirm real time**
d. **A new puppy will be born after confirming the time if the time is set at the first time.**

6. Switching Between Game and Clock.

1. **Press Key 2 in clock mode will switch to game mode and back to clock mode if pressing once again.**

7. SOUND ON / OFF

In game mode without icons shown, press and hold K3 for 3 seconds, to select sound ON or OFF.

8. INDEX CHECKING STATE

1. **Index checking is for the playing to check up the puppy's condition, age, weight, hungry index, happiness index, discipline index and the weather condition.**
2. **Press K1 until Index checking icon ( ) is selected, and confirm with K2 Key.**
3. **Under this activity, the player can check the puppy's status.**
4. **Use K1 to select the status of the puppy:**

a. **Age (24 hour = 1 year)**
b. **Weight (in Kg)**
c. **Hungry index (0 to 5 unit, 0 is very hungry)**
d. **Happiness index (0 to 5 unit, 0 is very unhappy)**
e. **Discipline index (0 to 5 unit, 0 is very naughty)**
f. **Weather (either sunny or snowing)**

9. FEEDING ACTIVITY

1. **The player needs to feed the puppy according to the hungry index to make the puppy healthy and happy.**
2. **Press K1 until Feeding icon ( ) is selected, and confirm with K2 keys.**
3. **Press K1 to select normal food or candy food.**
4. **Press K2 to confirm to feed the selected food.**
5. **The puppy may not accept normal food even it is hungry and this gives a chance for the player to discipline it. (Please refer G. Discipline activity.)**
6. **If the puppy is too full, it may refuse normal food.**
7. **Please remember too much candy is not good for puppy's health.**
8. **Feeding the dog will increase the body weight, hungry index, happiness and health. However feeding too much will have opposite effect on happiness and health.**

10. PLAYING ACTIVITY

1. **The player needs to play with the dog from time to time or upon request to make the puppy happy.**
2. **Press K1 until playing icon ( ) is selected, and confirm with K2 key.**
3. **The puppy will show up the happy face animation and the Ball catching game starts.**
4. **The puppy will change between raising left hand and right hand continuously to catch the ball.**
5. **Press K1 (left) or K2 (right) key to stop the puppy.**
6. **A ball corresponding to the same side of the ball, at left or right.**
7. **If the puppy stopping at the same side of the ball, the puppy win.**
8. **Total 5 round for 1 game. The unit will show the number of winning** round after 5 round.

Round of puppy win

11. DISCIPLINE ACTIVITY

1. **Press K1 until Discipline icon ( ) is selected, and confirm with K2 key.**
2. **The puppy will show up the unhappy face animation and the discipline animation.**
3. **If the puppy is naughty (naughty means refuse to eat even if hungry, refuse to play or giving alarm sound without any request), the discipline index will increase. Otherwise, the puppy will be unhappy and index decrease.**

12. CLEANING ACTIVITY

1. The player needs to clean the dropping of the puppy whenever dropping exists or the puppy will easily get sick.

2. Press K1 until Cleaning icon( ) is selected, and confirm with K2 Key.

3. The cleaning animation will be shown.

13. DRESSING ACTIVITY

1. The player needs to take care of the puppy's clothing according to the weather index. The weather index may change only once at the morning time.

2. Press K1 until dressing icon( ) is selected, and confirm with K2 key.

3. Press K1 to select put on or take off clothes from the puppy.

4. The player should select according to the weather index. If sunny, should take off. If snowing( ), should put on. If clothes are on, the dressing icon will be flashing.

5. If the dressing is not matched to the weather, health condition will be not so good.

14. LIGHT ON/OFF ACTIVITY (SLEEPING)

1. The player needs to switch off the light for the puppy whenever it sleeps so that the puppy can have a good sleep.

2. Press K1 until light icon( ) is selected, and confirm with K2 key.

3. Press K1 to select turn on or off light, and confirm with K2 key.

4. The light condition should match the puppy sleeping state. If the puppy is sleeping, the light should be off. If the puppy is not sleeping, the light should be on. Otherwise the puppy will become unhappy and not healthy gradually.

5. During the puppy is sleeping, the player cannot feed or play with the puppy, however, cleaning, injection, light on/off, dressing and comfort activities can still be done.

15. INJECTION ACTIVITY

1. Sometimes the puppy may get sick because of bad health or dirtiness. The player needs to give injection to recover the puppy's health. Sickness is indicated by a sick symbol " " at the right top corner.

2. Press K1 until medical icon( ) is selected, and confirm with K2 Key.

3. If the puppy is not sick, it will refuse injection.

4. The unhappy face and the injection animation will be shown.

5. Injection activity can increase the health index in a fast rate. However, the puppy will become unhappy after each injection. Sometimes the puppy may need more than one time injection to recover.

16. COMFORT ACTIVITY

1. Press K1 until Comfort icon ( ) is selected, and confirm with K2 key.

2. The happy face animation will be shown.

3. Comfort activity can increase the health index, happiness and discipline and is especially good for weak or sick puppy.

4. However, comforting the puppy too many times within a short period will decrease the discipline.

17. SICK AND DIRTINESS

1. If there is some dropping at the display and is not cleaned by the cleaning activity or the puppy is too hungry, too tired, the puppy's health will get worse from time to time.

2. If the health of the puppy is at a very bad level, the puppy will be sick with a sick symbol at the right top corner of the display. Then the puppy needs injection to recover the health.

18. DEATH

1. If the puppy is in very bad and sick and keep on without care the puppy will die.

2. Definitely the puppy's age will not be over 99 years and the health will be getting worse after 50 years old.

3. After death, only the Index checking can be done during game mode.

4. Press and hold K3 in Time mode for 2 second to bring a new a dog again.

19. GROWING UP AND STAT CHANGE

1. Baby stage - 0 to 2 days

   Child stage - 2 to 4 days (2 varieties)

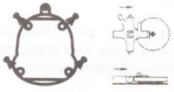
   Adult stage - 4 to ?? days (6 varieties)

2. During adult stage, the dog will change according to its health, happiness,

   its health, happiness, weight and discipline.

20. BATTERY INSTALLATION

Unscrew the back cover and the metal plate. Replace the battery with 1 pc of CR2032.



21. Malfunction (If this product malfunction, insert new battery or press "reset' key)
Note : Please accept minor variance between the illustrations and the actual product